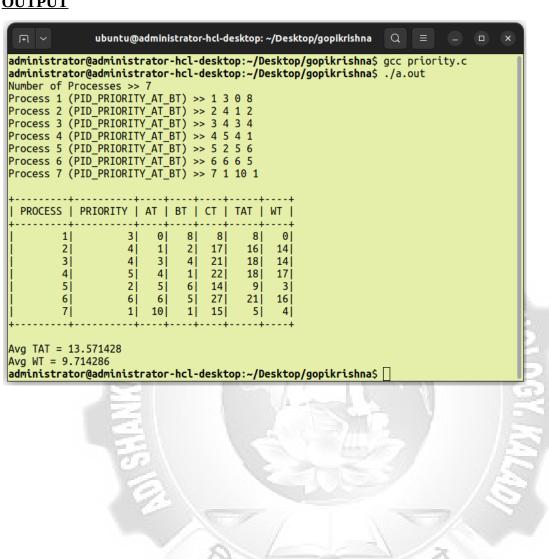
```
PROGRAM CODE
#include<stdio.h>
#include<stdlib.h>
#define STATE_UNKNOWN 0
#define STATE_READY 1
#define STATE_RETURNED 2
struct entry
  int AT, BT, CT, TAT, WT, ST, priority, state;
  char Name[20];
} pChart[10];
int n, readyQue[10], ready_top = 0, arrSort[10];
void swap (int* list, int i1, int i2)
  int temp = list[i1];
  list[i1] = list[i2];
  list[i2] = temp;
}
void enque(int id)
  if (pChart[id].state != STATE_UNKNOWN)
       return;
  pChart[id].state = STATE READY;
  readyQue[ready_top] = id;
  for(int j = ready_top++; j > 0 && pChart[readyQue[j-1]].priority <=
pChart[readyQue[j]].priority; j--)
    swap(readyQue, j-1, j);
int nextProcessId()
  if (ready_top == 0) return -1;
  return readyQue[--ready_top];
}
int main ()
  printf("Number of Processes >> ");
  scanf("%d", &n);
  for (int i = 0; i < n; i++)
    printf("Process %d (PID_PRIORITY_AT_BT) >> ", i+1);
    scanf("%s%d%d%d", pChart[i].Name, &pChart[i].priority, &pChart[i].AT, &pChart[i].BT);
    arrSort[i] = i;
    pChart[i].state = STATE_UNKNOWN;
```

 $pChart[i].Name[7] = '\0';$

```
}
for (int i = 1; i < n; i++)
    for (int j = i; j > 0 && pChart[arrSort[j-1]].AT > pChart[arrSort[j]].AT; j--)
           swap(arrSort, j-1, j);
int pStarted = 0, gEntry[20], gTop = 0, t_TAT = 0, t_WT = 0;
for (int cTime = 0; pStarted < n; )
  for (int i = 0; i < n; i++)
    if (pChart[arrSort[i]].state != STATE_UNKNOWN) continue;
    if (pChart[arrSort[i]].AT > cTime) break;
    enque(arrSort[i]);
  }
  int pid = nextProcessId();
  struct entry *cp = &pChart[pid];
  if (pid > -1)
    cp->ST = cTime;
    cTime += cp->BT;
    cp->CT = cTime;
    cp->TAT = cp->CT - cp->AT;
    cp->WT = cp->TAT - cp->BT;
    t_TAT += cp->TAT;
    t_WT += cp->WT;
    gEntry[gTop++] = pid;
    cp->state = STATE_RETURNED;
    pStarted++;
 }
 else
    if (gEntry[gTop-1] != -1)
           gEntry[gTop++] = -1;
    cTime++;
  }
}
printf("| PROCESS | PRIORITY | AT | BT | CT | TAT | WT |\n");
printf("+----+\n");
for (int i = 0; i < n; i++)
  printf("|%9s|%10d|%4d|%4d|", pChart[i].Name, pChart[i].priority, pChart[i].AT, pChart[i].BT);
  printf("%4d|%5d|%4d|\n", pChart[i].CT, pChart[i].TAT, pChart[i].WT);
printf("+----+\n");
printf("\nAvg\ TAT = \%f\nAvg\ WT = \%f\n", (float)t\_TAT/n, (float)t\_WT/n);
```

OUTPUT



ALGORITHM

```
Priority Scheduling Algorithm
· Step 1: Read The number of process to 'n' (:int)
· Step 2: Read The arrival time, burst time and priority
to AT[] (int), BT[] (int) and PT(] (int) respectively.
"Step 3: Using bubble sort, sort 'AT[]', BT[]' and 'PT[]'
  in The increasing order of the carrival time.
· Step 4: Using bubble sort, sort AT[]', (BT[]' and PT[]
 except the first index of the sorted array in step 3,
 in the ibreasing order on the basis of priority.
· 8tep 5: Do the following for all process, ie, ikn; i= 0, it
   5.1: curt = curt + BT[]
   5-2 , CT[j] = Curt
   5-3 : TATEI] = CT[i] - AT[i]
   5-4: WI [1] = TAT [1] - BT [1]
   5.5: Het = Hat FAT[]
   5.6: twt = twt + WT[i]
· Step 6: Calculate The average TAT and Cut by dividing
   cttat' and 'twt' by 'n' and then point it.
· Step 7: Stop.
```